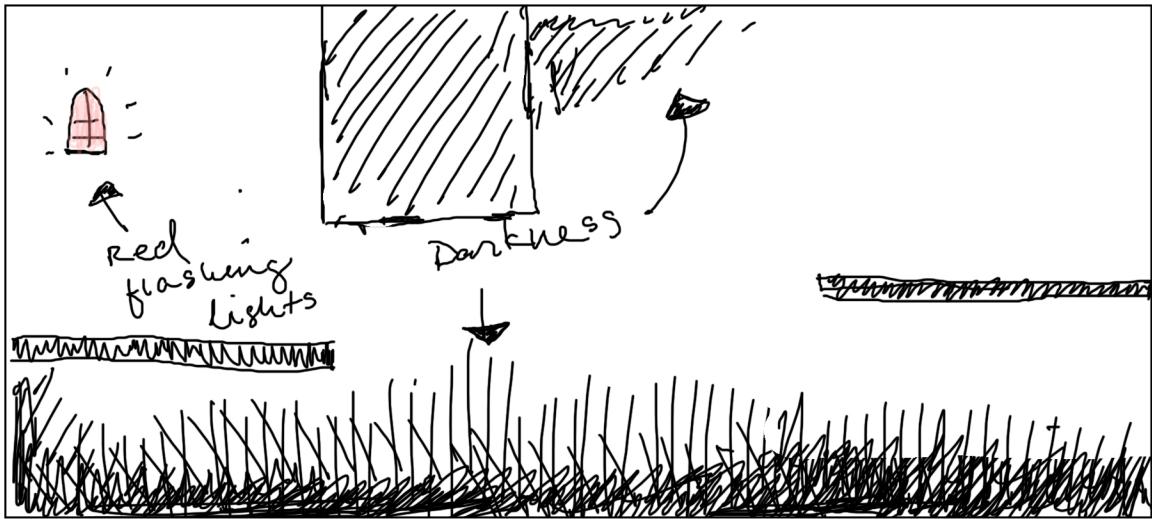




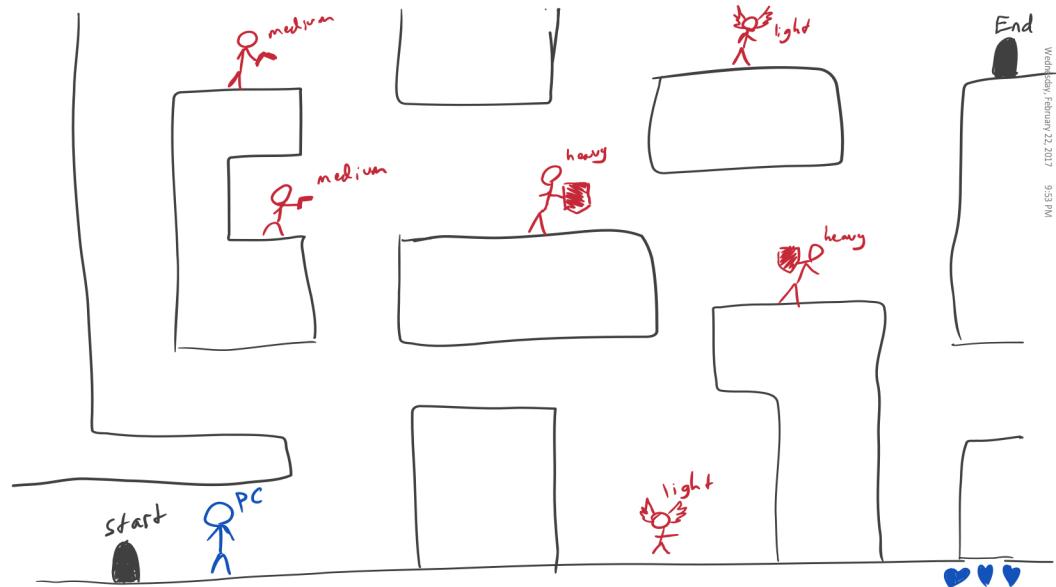
Character wakes up in a dark and underground government lab. He is the subject of a bionic enhancement project. The project has long since been abandoned, and the facility is rapidly deteriorating.



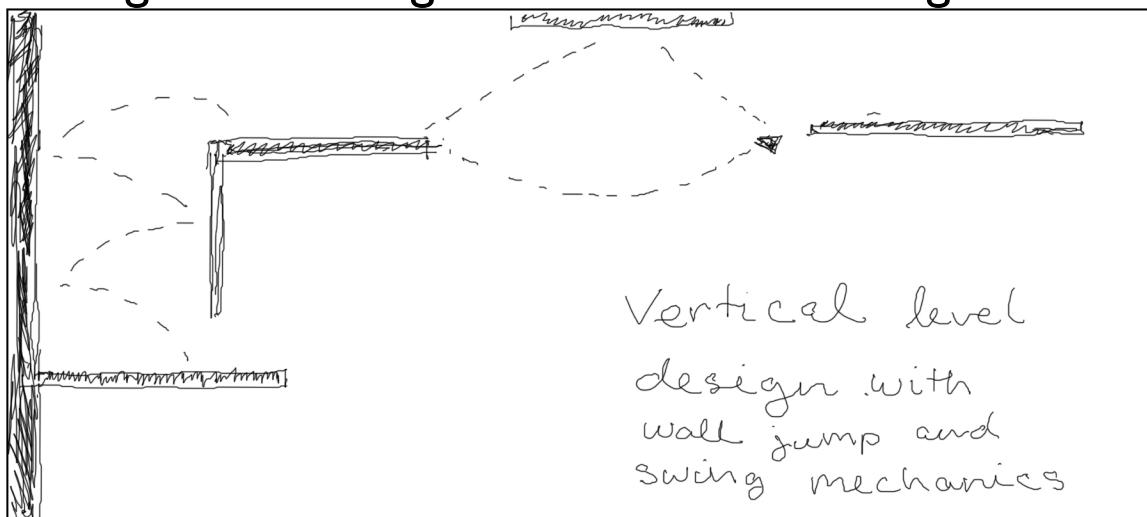
The mood should be dark, suspicious, and tense, but is meant to change subtly as the character progresses through the levels towards a world in which those responsible for the top secret underground lab are absent. Strategically placed lighting will be used to convey this idea.

Name: Carpal Tunnel Studios  
Date: February 21, 2017

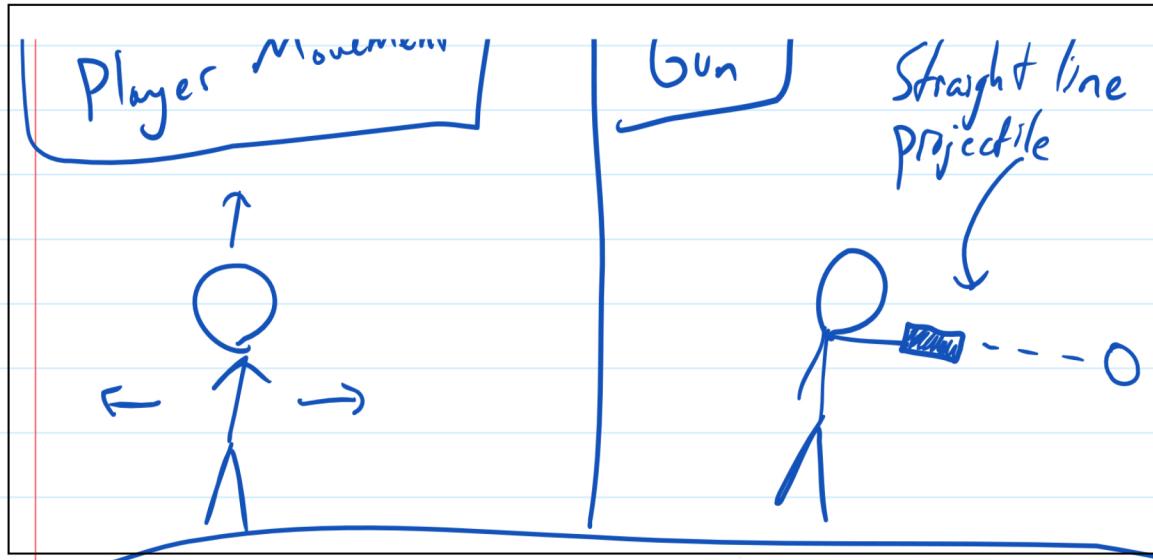
Page: 2 of 5



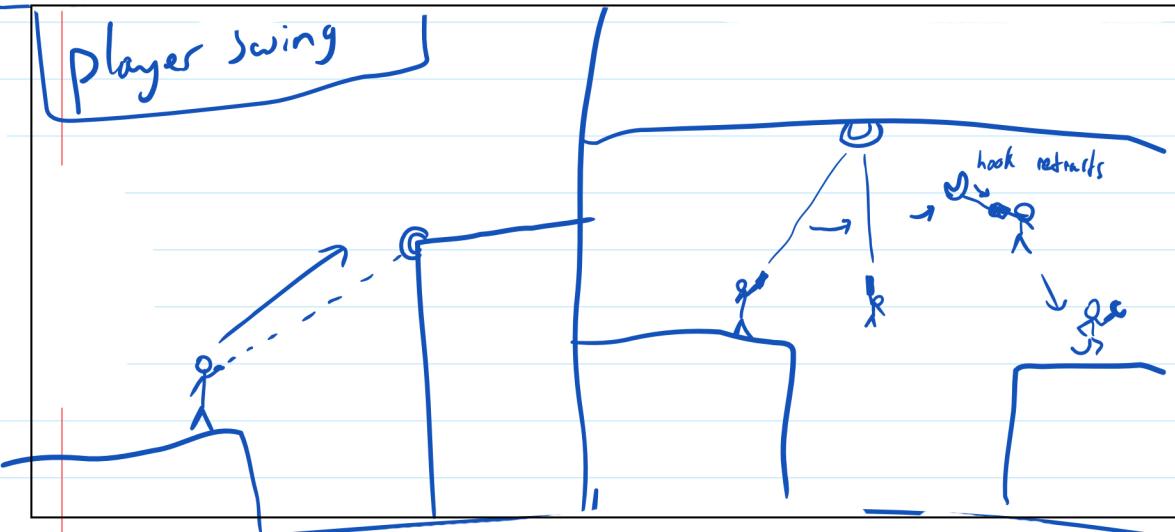
Level design will focus on verticality, in order to leverage the grapple hook mechanic, and enemy placement will be used to balance difficulty. Speed is the main objective, and lives can be lost and gained. loosing all lives will result in a game over



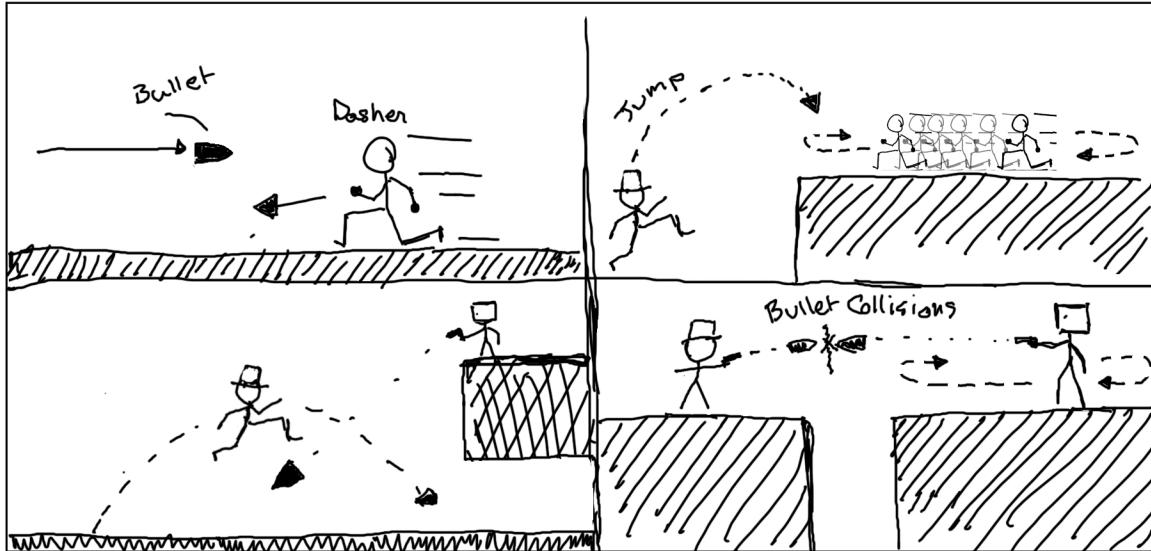
Camera pans with character as he progresses through the level. Levels will take advantage of vertical space, allowing for utilization of grapple ability.



The player can move left right and jump. Upon jumping at a wall, the player will slide with inertia, and then has the option to wall jump.



The player can click and hold to shoot straight line hook. Upon contact with terrain player is pulled in straight line vector to destination (up an over ledges.) Player can shoot a straight line hook, then use his momentum to swing on a multi-jointed rope and click again to release and fall



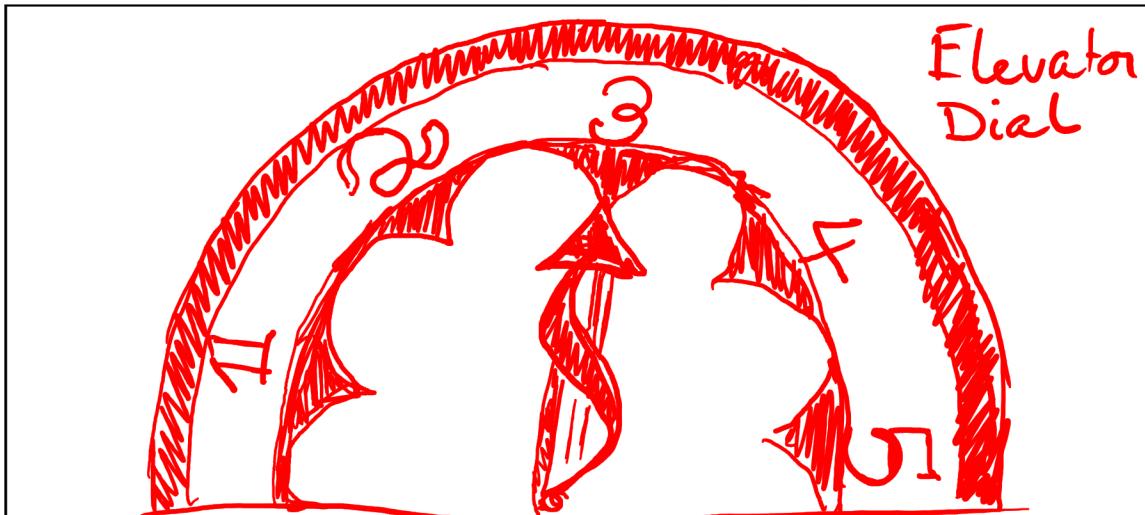
Enemy 1 can dash when danger is near. During a dash, enemy 1 is invincible. Enemy 2 can shoot. The players bullets will collide with enemy bullets



Enemy 3 (heavy) must be disarmed and shot, in that order, to be killed. The heavy cannot be killed by a jump attack, and will be placed strategically.



Character wakes up in a dark and underground government lab. He is the subject of a bionic enhancement project. The project has long since been abandoned, and the facility is rapidly deteriorating.



This screen would serve as a loading screen, indicating which level you are on. This aesthetic is inspired in large part by a 1920's art deco style, but also references a steampunk motif.